

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

Claim 1. (currently amended) A method of playing a casino game, comprising:  
displaying a linear playing field ~~including~~ comprising a plurality of discrete positions  
~~with a center and a first end and a second end and a piece in an initial position;~~  
receiving a first wager that the piece will reach a first desired end comprising  
either the first end or the second end;  
moving the piece in either direction on the field to a further position ~~which is one~~  
~~of the plurality of discrete positions,~~ in accordance with a random number generator;  
receiving a second wager that the piece will reach a second desired end; ~~with a~~  
~~payout on the second wager reflecting chances that the piece will be moved to reach the~~  
~~second desired end from the further position; and~~  
continuing the moving of the piece until the piece reaches either the first end or  
the second end, and then accounting for the first wager and the second wager,  
~~wherein payouts on the second wager vary depending on the further position and~~  
~~the second desired end.~~

Claim 2. (previously presented) A method as recited in claim 1, wherein when the first  
wager is made when the piece is in the center, the wager pays even money with a house  
commission deducted.

Claim 3. (newly presented) A method as recited in claim 1, wherein, for the second  
wager, a particular discrete position has an associated particular first end payout for the  
piece to reach the first end and an associated particular second end payout for the piece to  
reach the second end, and a different discrete position has an associated different first end  
payout for the piece to reach the first end and an associated different second end payout  
for the piece to reach the second end, the particular first end payout and the different first  
end payout being different from each other.

Claim 4. (previously presented) A method of playing a casino game, comprising:  
displaying a linear playing field with a center and a first end and a second end;  
receiving a wager that a piece will reach a desired end comprising either the first  
end or the second end;  
moving the piece in either direction on the field in accordance with a random  
number generator;  
when the piece reaches either the first end or the second end, accounting for the  
wager; and  
offering a side wager based on a number of times the random number generator  
will be invoked before the piece reaches either end.

Claim 5. (previously presented) A method of playing a casino game, comprising:  
displaying a linear playing field with a center and a first end and a second end;  
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;  
moving the piece in either direction on the field in accordance with a random number generator; and  
when the piece reaches either the first end or the second end, accounting for the wager.  
| offering a side wager on whether a number of times the random number generator will be invoked will exceed a predetermined number.

Claim 6. (previously presented) A method of playing a casino game, comprising:  
displaying a linear playing field with a center and a first end and a second end;  
receiving a wager that a piece will reach a desired end comprising either the first end or the second end;  
moving the piece in either direction on the field in accordance with a random number generator; and  
when the piece reaches either the first end or the second end, accounting for the wager.  
| offering a side wager on whether a number of times the random number generator will be invoked will fall below a predetermined number.

Claim 7. (previously presented) A method as recited in claim 1, wherein the random number generator comprises a die.

Claim 8. (previously presented) A method as recited in claim 1, further comprising moving the first wager and the second wager onto an area of a table whereby the position of the wager indicates a desired end and a location of the piece when the wager was placed.

Claim 9. (previously presented) A method as recited in claim 1, further comprising offering a side bet on an outcome of a next output of the random number generator.

Claim 10. (previously presented) A method as recited in claim 1, further comprising using respective lines for each player in order to identify which player has placed the first wager and the second wager.

Claim 11. (previously presented) A method as recited in claim 10, further comprising using alignments on the respective lines in order to identify which position the puck was on when each wager was placed.

Claim 12. (previously presented) A method as recited in claim 1, further comprising using a mini field for each player to easily identify each player's particular wager.

Claim 13. (previously presented) A method as recited in claim 1, further comprising allowing the player to relocate the piece upon approval of a dealer.

Claim 14. (canceled)

Claim 15. (previously presented) An electronic gaming device, performing:  
displaying a linear playing field comprising a plurality of discrete positions including with a center and a first end and a second end and a piece in an initial position;  
receiving a first wager that the piece will reach a first desired end comprising either the first end or the second end;  
moving the piece in either direction on the field to a further position which is one of the plurality of discrete positions in accordance with a random number generator;  
receiving a second wager that the piece will reach a second desired end with a payout on the second wager reflecting chances that the piece will be moved to reach the second desired end from the further position; and  
continuing the moving of the piece until the piece reaches either the first end or the second end, and then accounting for the first wager and the second wager, wherein payouts on the second wager vary depending on the further position and the second desired end.

Claim 16. (previously presented) An electronic gaming device as recited in claim 15, wherein when the wager is made when the piece is in the center, the wager pays even money with a house commission deducted.

Claim 17. (previously presented) An electronic gaming device as recited in claim 15, wherein the wager pays an amount based on a chance of reaching the desired end from a position the piece is in when the wager is received.

Claim 18. (previously presented) An electronic gaming device as recited in claim 15, further performing offering a side wager based on a number of times the random number generator will be invoked before the piece reaches either end.

Claim 19. (previously presented) An electronic gaming device as recited in claim 15, further performing offering a side wager on whether a number of times the random number generator will be invoked will exceed a predetermined number.

Claim 20. (previously presented) An electronic gaming device as recited in claim 15, further performing offering a side wager on whether a number of times the random number generator will be invoked will fall below a predetermined number.

Claim 21. (previously presented) An electronic gaming device as recited in claim 15, further performing initiating a jackpot or bonus round when the random number generator has been invoked a predetermined number of times without a resolution of the game.

Claim 22. (previously presented) An electronic gaming device as recited in claim 15, further comprising offering an option which automatically advances a current game to resolution.

Claim 23. (previously presented) An electronic gaming device as recited in claim 15, further comprising allowing the player to position the piece in any position on the field.

Claim 24. (previously presented) An electronic gaming device as recited in claim 23, wherein the player can position the piece only when there are no active bets on the field.

Claim 25. (currently amended) An electronic gaming device as recited in claim 15, further comprising determining if a betting opportunity exists which would guarantee the player a net win, and if so, automatically notifying the player of thea betting opportunity which would guarantee the player a net win for the current game.

Claim 26. (previously presented) An electronic gaming device as recited in claim 15, further comprising automatically notifying the player of a betting opportunity which would result in the player having a chance of a net win greater than a predetermined threshold.

Claim 27. (previously presented) An electronic gaming device as recited in claim 15, further comprising offering the player an option to play multiple simultaneous games.

Claim 28 (newly presented) A method as recited in claim 15, wherein, for the second wager, a particular discrete position has an associated particular first end payout for the piece to reach the first end and an associated particular second end payout for the piece to reach the second end, and a different discrete position has an associated different first end payout for the piece to reach the first end and an associated different second end payout for the piece to reach the second end, the particular first end payout and the different first end payout being different from each other.

Claim 29 (newly presented) A method as recited in claim 1, wherein payouts on the second wager are determined by a matrix which has two payouts associated with discrete positions on the playing field, one payout for the piece to reach the first end from the associated discrete position and one payout for the piece to reach the second end from the associated discrete position, the two payouts are different for different discrete positions.

Claim 30 (newly presented) A method as recited in claim 15, wherein payouts on the second wager are determined by a matrix which has two payouts associated with discrete positions on the playing field, one payout for the piece to reach the first end from the associated discrete position and one payout for the piece to reach the second end from the associated discrete position, the two payouts are different for different discrete positions.

Claims 31 -34 (canceled)

Claim 35 (currently amended) A method as recited in claim 1, further comprising  
~~determining if a betting opportunity exists which would guarantee the player a net win,~~  
~~and if so, automatically notifying the player of a betting opportunity which would~~  
~~guarantee the player a net win for the current game.~~

Claim 36 (previously presented) A method as recited in claim 1, further comprising  
automatically notifying the player of a betting opportunity which would result in the  
player having a chance of a net win greater than a predetermined threshold.